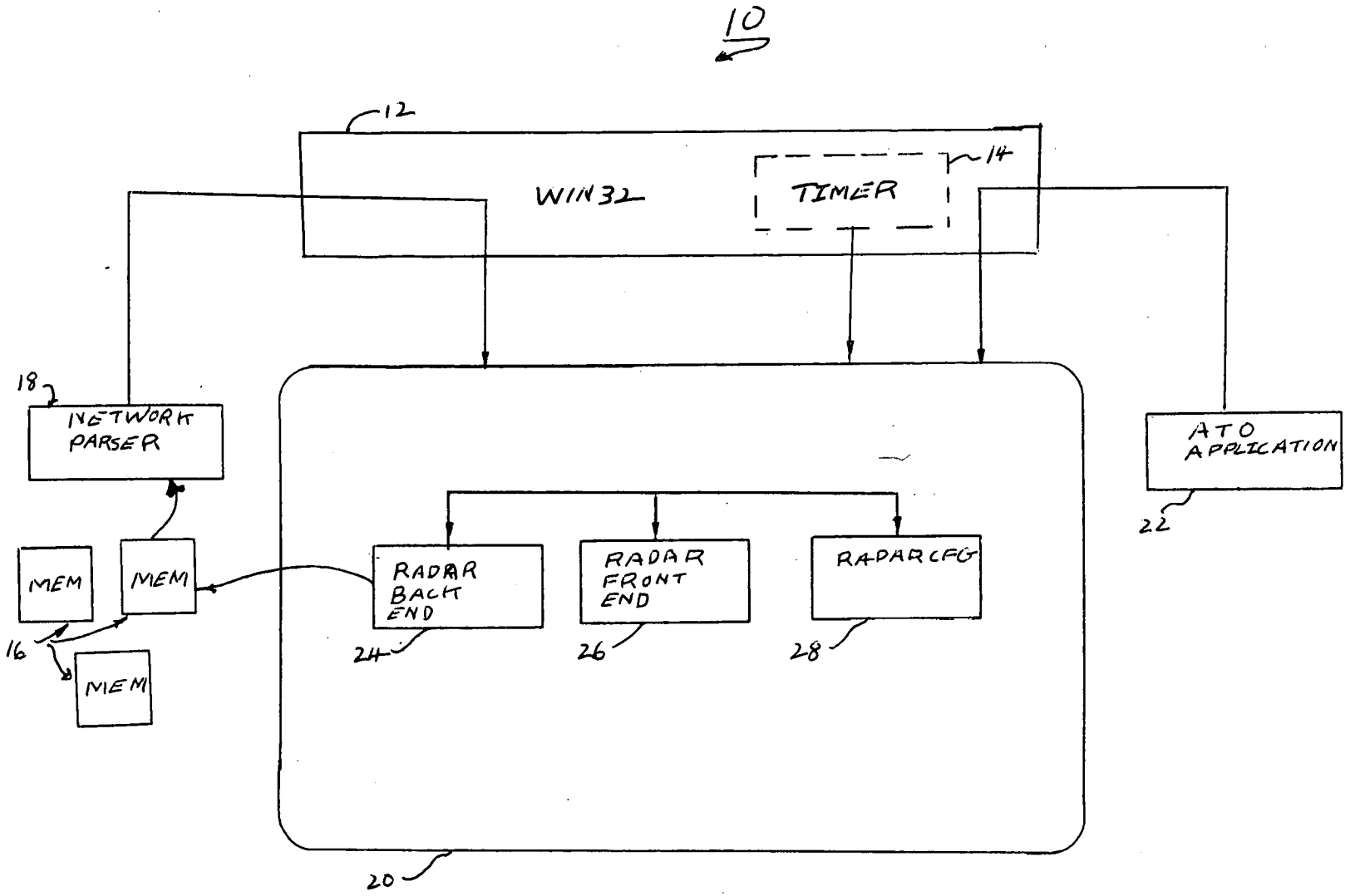

FIG 1

BEST AVAILABLE COPY

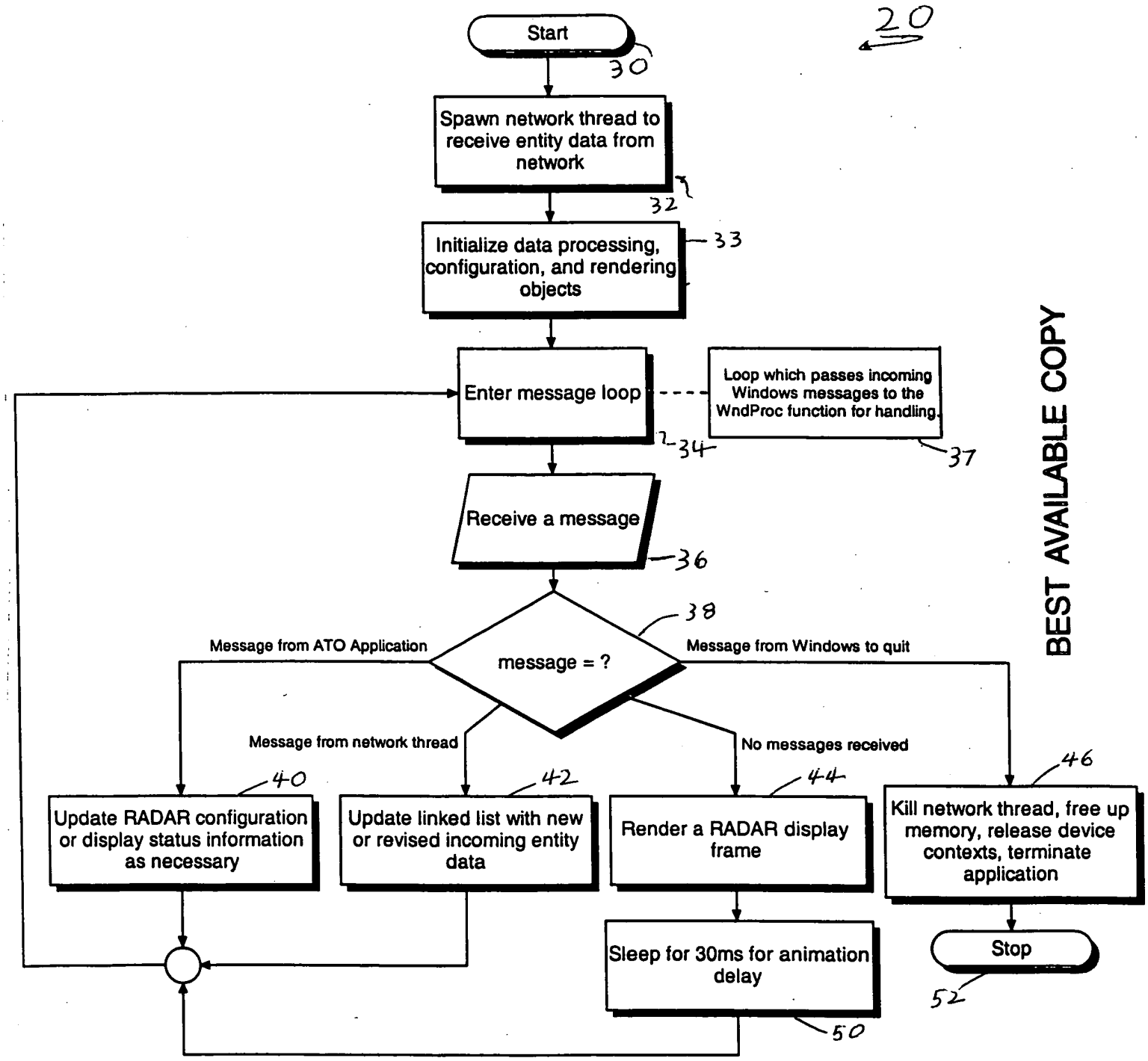

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FIG 2

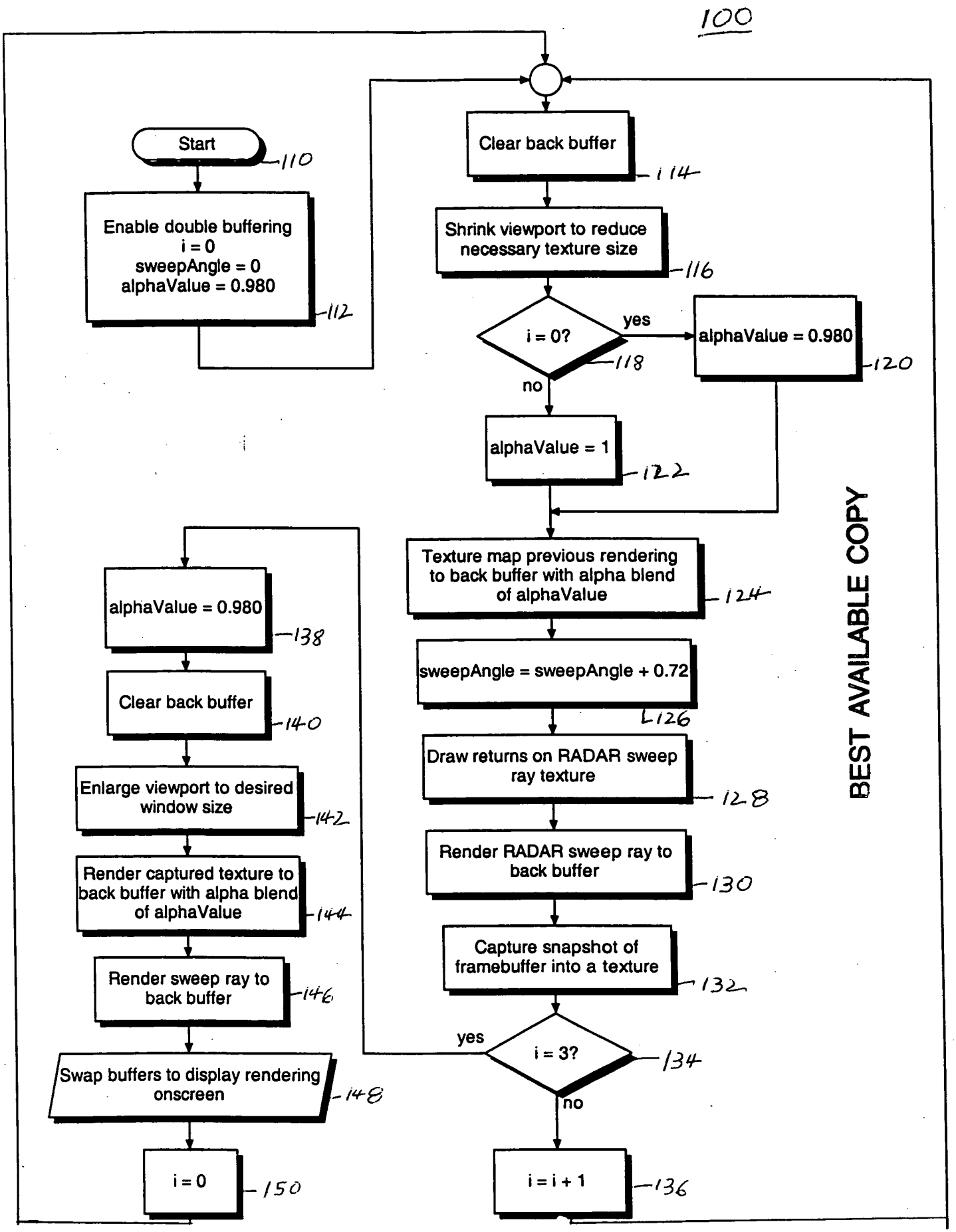
100
Start
110
Enable double buffering
i = 0
sweepAngle = 0
alphaValue = 0.980
112
Clear back buffer
114
Shrink viewport to reduce necessary texture size
116
i = 0?
yes
118
alphaValue = 0.980
120
no
alphaValue = 1
122
Texture map previous rendering to back buffer with alpha blend of alphaValue
124
sweepAngle = sweepAngle + 0.72
126
Draw returns on RADAR sweep ray texture
128
Render RADAR sweep ray to back buffer
130
Capture snapshot of framebuffer into a texture
132
yes
i = 3?
134
no
i = i + 1
136
alphaValue = 0.980
138
Clear back buffer
140
Enlarge viewport to desired window size
142
Render captured texture to back buffer with alpha blend of alphaValue
144
Render sweep ray to back buffer
146
Swap buffers to display rendering onscreen
148
i = 0
150
BEST AVAILABLE COPY

FIG 3

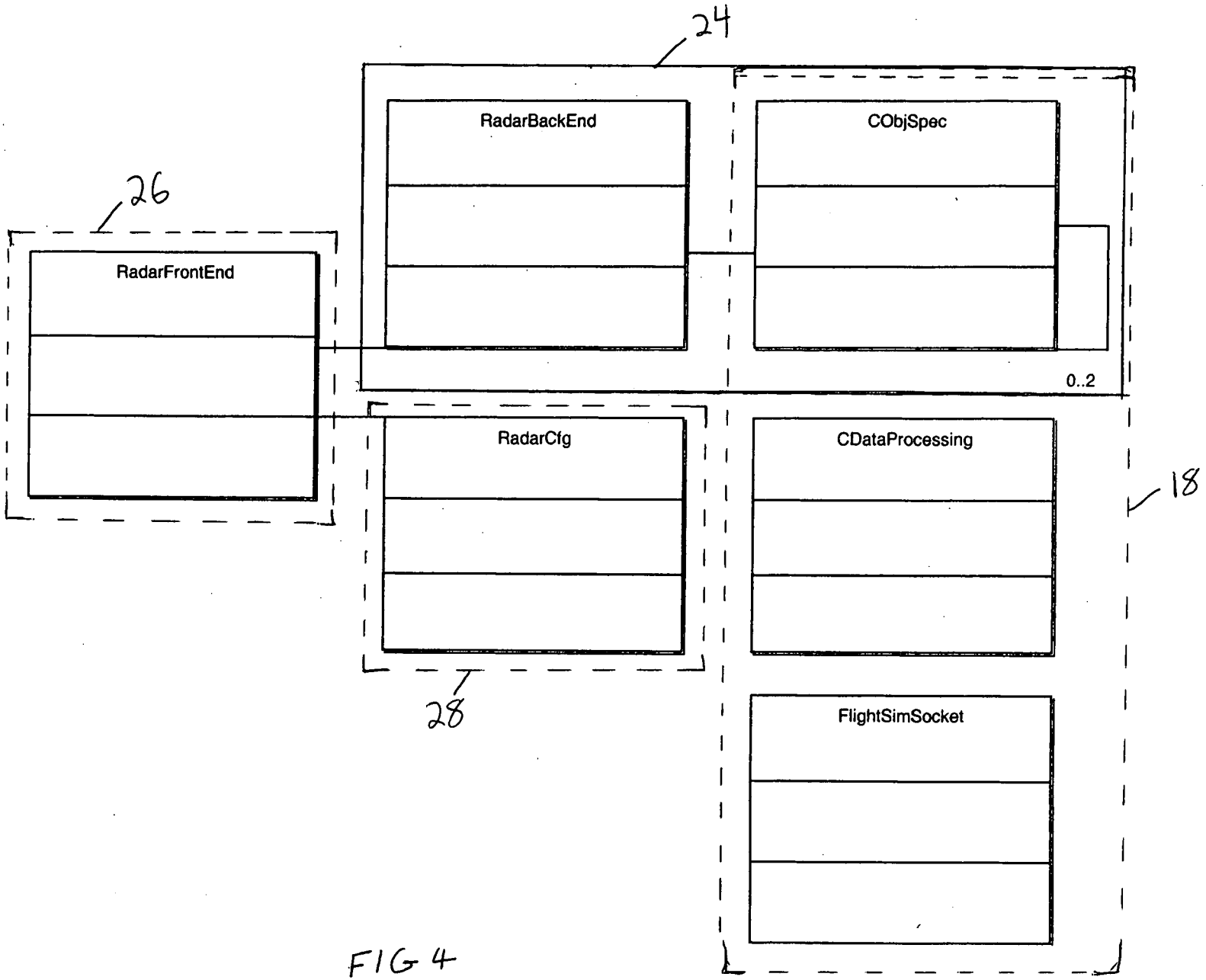

FIG 4

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26

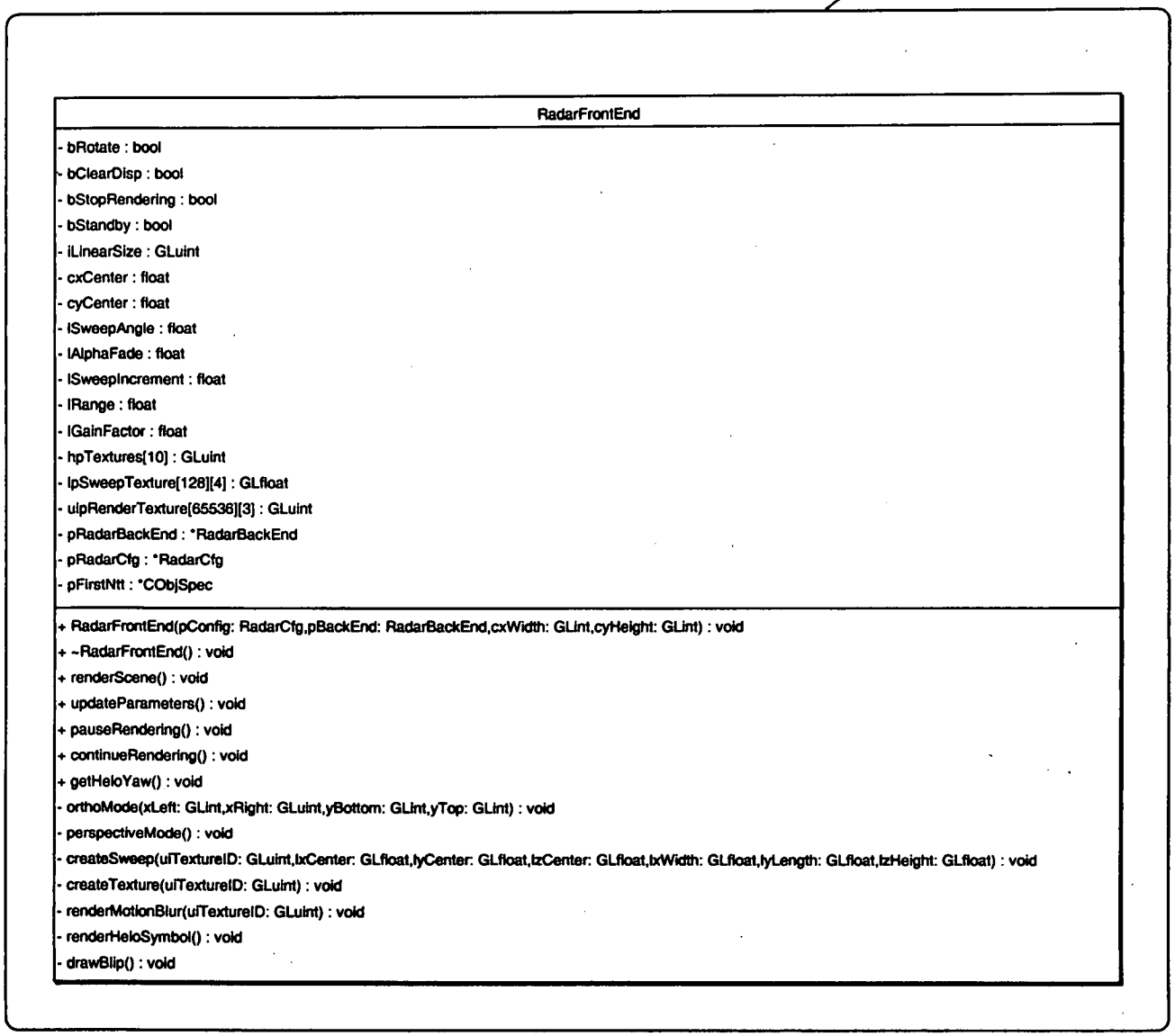

FIG. 4

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28

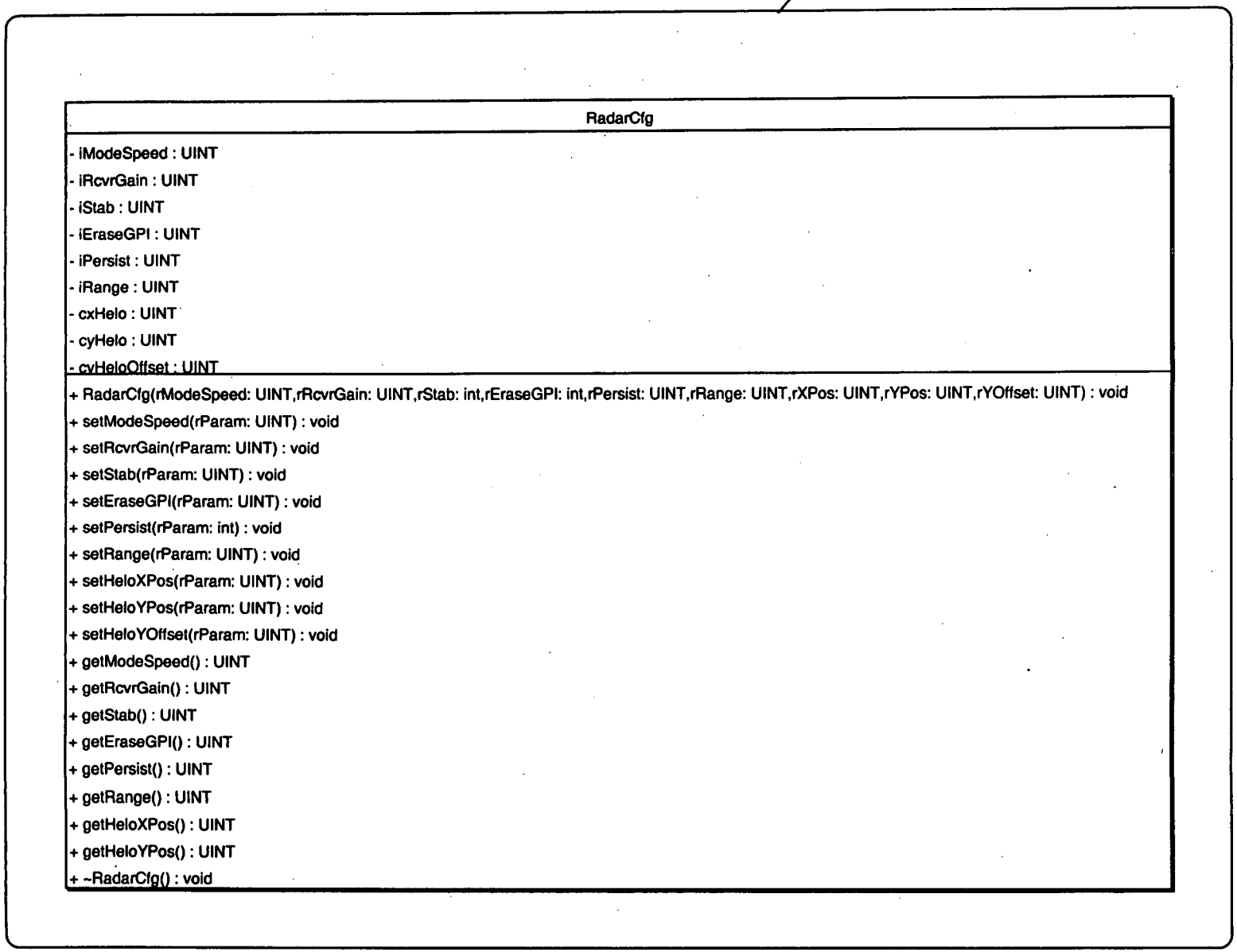

FIG 4

BEST AVAILABLE COPY

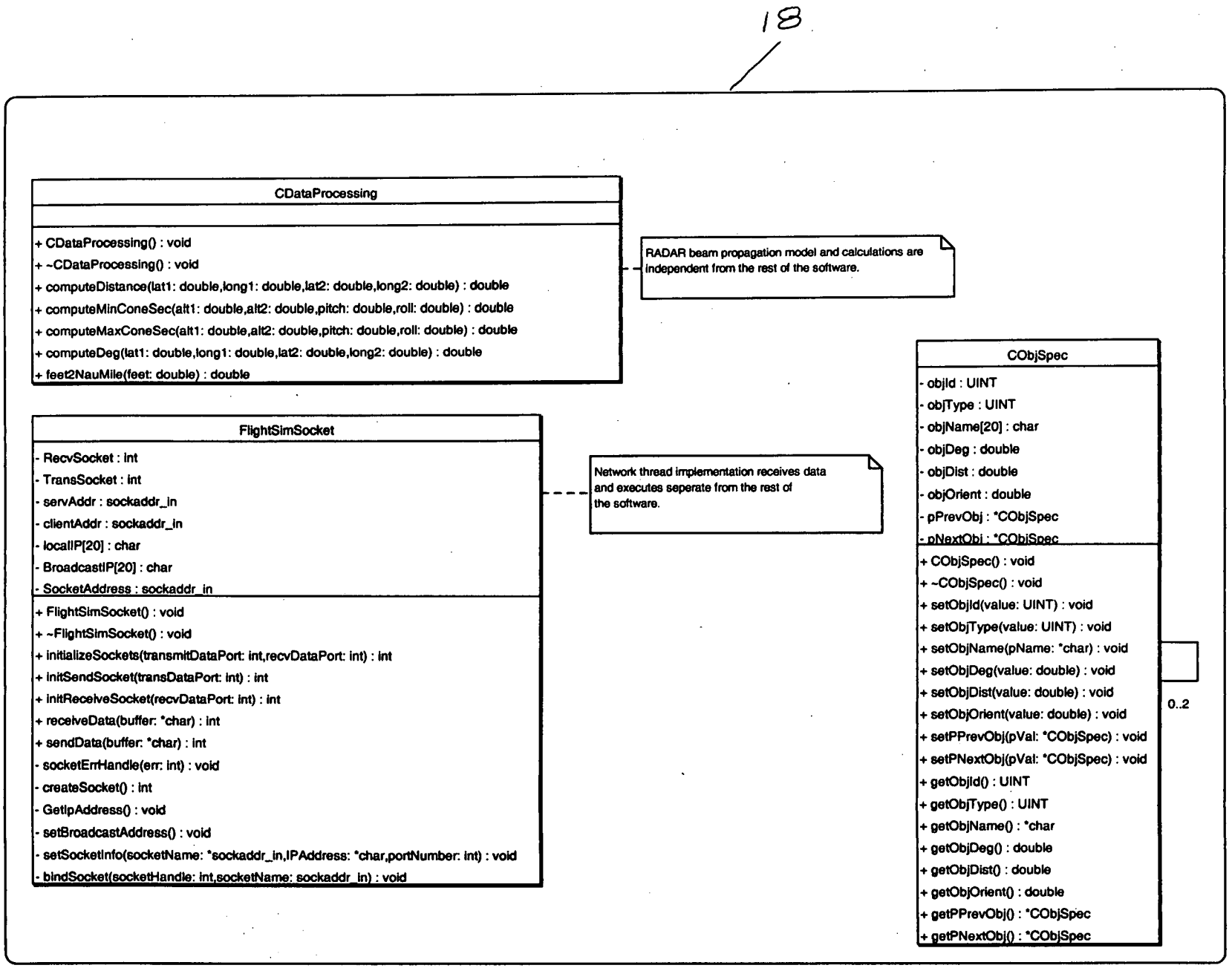

FIG 4

BEST AVAILABLE COPY

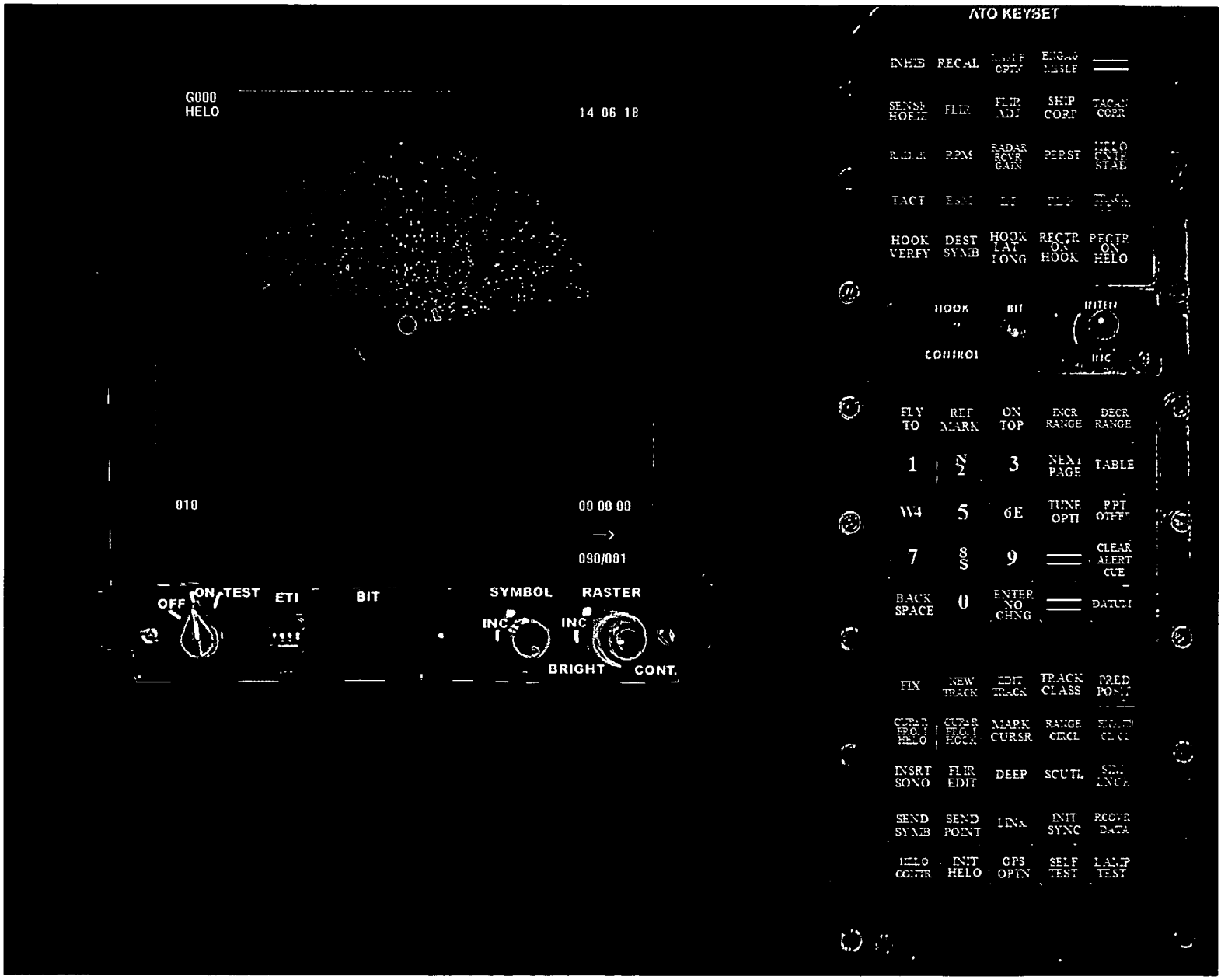

FIG. 5

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